



WARHAMMER
40,000

KILL TEAM: OPERATION PROTINUS

15th December 2012,
Warhammer World, Nottingham



WARHAMMER
WORLD



GAMES
WORKSHOP

Kill Team: Operation Protinus

Introduction

Calling all scouts, recon squads and covert agents; welcome to Operation Protinus, the first ever Kill Team event run at Warhammer World. We've run lots of events where mighty armies clash in epic battles, but we always felt that didn't tell the whole story of Warhammer 40,000. What about all those small missions we've read about in the pages of our codexes and Black Library's novels where just a handful of soldiers were sent to complete an important mission?

The Kill Team rules in Battle Missions form the basis for this event and they are a very different way of playing Warhammer 40,000. Quick, small games can be just as fun as a larger battle, and playing lots of games in a single day will mean that you will meet and play against many new people. This is a great opportunity to really go to town in personalising your models; there are weapon specialists, leaders, followers; you can really customise your own force and imagine each model in a cinematic sense.

I really hope you enjoy Operation Protinus – have a great day!

Cpl. Nick "Hicks" Bayton, Cadian Recon Sqd 456

Registration

When you receive your ticket for the event, it's a great idea to register with us and let us know you're coming. Registering for this event will mean we can plan if you have any specific needs, and also allows us to contact you with any important information about the day. You can register via email or post, using the contact details below. When you register, you'll need to include –

- Your name.
- Which Event you are registering for.
- Your ticket number.
- Any specific dietary requirements you may have (vegetarian, gluten-free, any allergies, etc).

Email – whworldevents@gwplc.com

Post – Warhammer World Events Team

Games Workshop

Willow Road

Nottingham

NG7 2WS

When you get the event in the morning, you'll need to approach the events staff and register with us there. Registering online or via the post will save time at this point, which will allow you to have a longer lie-in...!

Your Force

To play in Operation Protinus, you'll need to select your Kill Team carefully, for, as any commander knows, you must send the right men for the mission if you want to guarantee success! You may spend up to 200 points using the following Force Organisation Chart:

0 – 1 Elite

0 – 2 Troops

0 – 1 Fast Attack

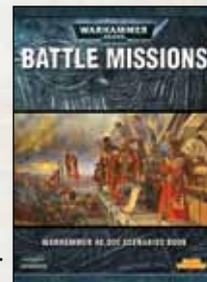
Specialists

You may pick up to three individual models in your force as being "Specialists" that benefit from one of the universal special rules from the Warhammer 40,000 Rulebook. These specialists and the rules they have must be declared on your army list, as should which model represents them. All specialists in your force must pick a different universal special rule and you may not give more than one specialist rule to each model. Your Leader (explained below) may be one of your specialists.

NOTE: while it is fine to say "Ork Boy with the bandana is Fearless" or "The Space Marine with the Mark VI helmet has Preferred Enemy", it's far cooler to actually convert up your specialists. In fact, we will be holding a Best Specialist competition at lunch time, so there's your excuse to really go to town!

Battle Missions

This event has been inspired by the Battle Missions book, which is a fantastic Warhammer 40,000 supplement which contains lots of different scenarios and new ways of playing the game. If you enjoy today's gaming, why not pick up a copy and try out lots of unique scenarios for Warhammer 40,000.



Your Leader

Every Kill Team needs a leader, be it a hoary old veteran Sergeant, a fiery Commissar, a wiley Succubus or a brutal Nob. Part of the fun of smaller games of Warhammer 40,000 is the chance to make each model a character with a story, and the leader of your Kill Team is a great opportunity.

You need to nominate one of the models in your Kill Team as your *Leader*. If one of your non-vehicle units has character in it (eg, a Veteran Sgt), then your *Leader* must be that model. If there are no characters in any of your units, choose a member of one of your non-vehicle units to be your *Leader*.

If you do not have any non-vehicle units, then you don't get to have a *Leader*!

At the end of each game, roll 2D6 and add on to the result the number of models your *Leader* killed in that game. Your *Leader* gains the corresponding upgrade. Note it down on your *Leader* record sheet.

2 D6 + Leader's Kills last game	Upgrade
2 – 4	Nothing!: Hard luck, soldier...
5	Sure-footed: Your <i>Leader</i> gains the <i>Fleet</i> Special Rule.
6	Hunt from the Shadows: Your <i>Leader</i> gains the <i>Stealth</i> Special Rule.
7– 8*	Experienced Fighter: Your <i>Leader</i> gains either +1 Weapon Skill or +1 Ballistic Skill.
9*	Souped –up Weaponry: One of your <i>Leader's</i> ranged weapons (note it down) gains +1 Strength.
10*	Quick Thinking: Your <i>Leader</i> gains +1 Initiative.
11*	Heroic Reputation: Your gains +1 Leadership.
12*	Resilient: Your <i>Leader</i> gains +1 Wound.
13*	Hardened Warrior: Your <i>Leader</i> gains either +1 Strength, + 1 Toughness or +1 Attack (choose one).
14+	Battle Experience: Your <i>Leader</i> earns 1 x new Universal Special Rule of your choice.

- When you gain an upgrade, note it on your Leader Record Card and have your opponent initial it in the appropriate place.
- Upgrades marked with an * may be gained a maximum of twice. All others can only be gained once.
- If you already have one of the * upgrades twice, have rolled an upgrade that can only be taken once or a statistic has reached 10, simply re-roll your upgrade.

The Rules of Engagement

These guidelines have been created in order to ensure everyone has a great hobby experience at all of our events. The intention is that, whilst ensuring everyone can take full advantage of their creative urges, there is no confusion over what models represent and that the event is relaxed and enjoyable for all.

Miniatures

- All of your models must be **fully painted and based** and **fully represent what is on your army list** (including all equipment).
- Every miniature and component must be produced by Games Workshop (Citadel, Forge World or Warhammer Forge).
- We know many people like to take the opportunity to convert models for thematic and creative reasons. We actively encourage this, but do ask that if you are going to do so, please check with the events team first. We may ask you to make allowances at the event in order to ensure there is no confusion for your opponents.

Proxies

- A "proxy miniature" is a model that is standing in for something else and has not been changed in any way. Examples include using plastic Cadian Shock Troops as Stormtroopers, plastic Tyranid Raveners as Fiends of Slannesh or plastic Moria Goblins as Gundabad Blackshields.
- We **do not** allow any proxy miniatures at our events. If Games Workshop produces a model for a unit entry, we expect you to use the correct model, for the sake of clarity to your opponent. (For conversions, please see the point above in the 'Miniatures' section).

- If you wish to personalize your units and/or convert/kit bash plastic or Citadel Finecast kits to create your own unique models that fit your vision of your army, please check with the events team first. We may ask you to make allowances at the event in order to ensure enjoyment of your opponents. Simply gluing a scope to plastic Cadian Shock Trooper wont make him a Kaskin, but adding a gnarly chainsword and an appropriate paintjob to a tactical marine can easily make him a heretic Chaos Marine Renegade.

Conduct

- We do ask that you try and resolve any rules problems yourselves using your rulebooks. If you can't, or you need help, feel free to call over a member of staff.
- Remember the most important rule – everyone is here to have fun!

If you have any questions regarding the Rules of Engagement, you can find an FAQ document on the Warhammer World section of the website. Please feel free to contact us with any other queries (details at the end of this pack).

What to bring

Don't forget–

- Your models! Whatever you do, don't forget to bring your Kill Team with you!
- Your ticket for the event.
- A copy of this rules pack
- Two copies of your army list.
- Your dice, templates and tape measure
- Objective Markers
- Your copy of the Warhammer 40,000 Rulebook, and any codexes or White Dwarf updates you require.
- We recommend bringing some glue with you to repair any breakages.
- We also recommend bringing a pencil and eraser for updating your Leader record sheet.

Lunch

Lunch is provided on the day, served in our restaurant to all participants. If you have any dietary requirement, please make sure to tell us when you register.

That is everything you need to know in order to attend Operation Protinus. But if you want to know extra details of how the event will work, carry on reading!

The Games

Over the course of the day, you will play eight games of Warhammer 40,000, all of which will be 30 minutes long. The first game will be against a random opponent, while subsequent games will be against players on a similar score to yours. Games will be played on a 4' x 4' table and use the following scenario from page 90 of the Battle Missions book (note – we have made some very minor alterations here).

Table Set up and Deployment

Kill Team games are played on a four foot square board, and generously covered in terrain.

Place one central Objective in the centre of the board.

Split the table into four quarters and roll-off to see which player picks the quarter they will deploy in. The opposing player deploys in the opposite quarter. The player that won the roll-off deploys first.

HE must deploy all of his force in his deployment quarter, anywhere that is more than 9" from the centre of the table. His opponent then does likewise. Neither player may place any units in reserve.

First Turn

The player which deployed first goes first. His opponent may choose to try and steal the Initiative as normal.

Game Length and Victory Conditions

The battle continues until one side has been reduced to half it's starting number models or less. Once a player's force has been reduced to half strength he must take a Leadership test, called a Break Tests at the start of each of his turns, using the *Leader's* Ld value (or, if he is no longer alive, the next highest). If he fails, then his Kill Team flees and the other player wins the battle. If the test is passed then the battle continues, but the player will have to take another Break Test at the start of his next turn. Note that it is entirely possible for both players to have to take Break Tests at the start of their turns and the first one to fail will lose the battle.



Special Rules

Every Man For Himself: All models operate as individual units in this mission, even if they were chosen as part of a squad or squadron. In addition, when a model shoots or fights in an assault, it may split its attacks up amongst any eligible targets if desired.

Take the Loot! The central objective represents a valuable target, be it a weapons cache, enemy intelligence or a supply drop. To hold it, just one non-vehicle model (of any type – not just Troops!) must be within 3" of it at the end of the game, with no enemy models also within 3" of it.

NOTE: You may transport all members of a squad in a dedicated transport. As soon as they disembark, they become individual units.



Scoring

After each game, you'll need to fill out the appropriate slip on your record sheet and hand it in to the events staff. On this slip, you'll be asked to record how many Recon Points you have earned. You earn Recon Points for achieving the following:

- For forcing the opposing Kill Team to take Break Tests – **5 Recon Points**
- If the opposing Kill Team fails a Break Test and flees – **+3 further Recon Points**
- For Killing the opposing Leader – **2 Recon Points**
- Holding the Objective at the end of the game– **3 Recon Points**
- Killing the enemy Specialists – **+1 Recon Point per Specialist.**
- There are also extra Recon points available at the end of the day from Favourite Opponent votes (see later).

NOTE – if the enemy Leader was also a Specialist, killing him is worth **3 Recon Points**. Also, to gain the points for killing the enemy Leader or specialists, you have to actually kill them! Having them run away from a failed Break Test is not enough!

Favourite Opponent Votes

On your record sheets, you will see there is a slip for "Favourite Opponent". At the end of the day, we would ask you to let us know who you most enjoyed playing against for whatever reason you like. Maybe they were just a thoroughly pleasant chap, or their Kill Team was beautiful. Maybe it was a really close game or you learned a new tactic you didn't think of before? Please hand us your votes when you hand in your last game result. For every vote you receive from other players in this way, you will receive an additional **3 Recon Points**.

Operation Protinus: Mission de-brief

At the end of the day, we will be awarding a number of prizes at the Award Ceremony. Being awarded are –

- Veteran Sergeant of the Tenth Company – for the player that scored the highest number of Recon Points.
- Squad Leader – for the player who scored the second highest number of Recon Points.
- Weapon Specialist– for the player who scored the third highest number of Recon Points.
- The Honour of the Regiment– For the player we deem to have the Best Kill Team.
- The Hero of Operation Protinus– For the player who receives the highest number of votes for the Best Specialist competition.
- Sgt. Telions Commendation– For the player/players who receive the most amount of Favourite Opponent votes.
- Mentioned in Dispatches– For the player who presents us with the Best Army List.
- Warhammer World Knight of the Inner Circle – a rare and prestigious award indeed, this is only awarded to any player who receives 100% of available Favourite Opponent votes.

Hobby Awards

Best Kill Team

During the day, the Events Team will infiltrate the hall and create a shortlist of the Kill Teams we think are the best presented. What we will be looking for will be–

- Quality of Painting – is there a high technical quality of painting across the force?
- Appearance as a whole – does the Kill Team look great as a whole on the table? Do the models complement each other?
- Originality – are there conversions, or a colour scheme we haven't seen before? Is your Kill Team unique?
- Theme – is your Kill Team obviously a recon party sent out?
- Centerpiece– is there a great centerpiece model for the Kill Team?
- Kill Team extras – have you got cool objective markers etc ?

When the Staff have created a shortlist, we will vote amongst ourselves and the staff from the Warhammer World Hobby Centre as to which we think is the best. The player that receives the most number of votes from the Event Staff will be handed The Honour of the Regiment at the Award Ceremony.

Best Specialist

At lunch time, we will give every player the opportunity to enter one of their three specialists into the Best Specialist competition. You will be given an entry slip – simply fill in your name on the reverse of it and your ticket number on the front. Then place your model in one of our cabinets. After 12:30, all players may vote on which model they think is the best using the voting slips on your record cards. The player who's model receives the most number of votes will be named **The Hero of Operation Protinus** at the Award Ceremony.

Best Army List

Every time we have an event here at Warhammer World, we're amazed by the quality of some of the army lists we get handed to us—old dusty tomes, electronic read-outs, scrolls, skulls, fully illustrated books and the like! We even had a huge wooden shield given to us once... To honour this creativity, we award the best army list award. Judged by the member of the Events Staff who checks all of the army lists, this prize goes **entirely** on presentation. So why not go mad and see what you can create? The player who is judged by us to have the most extravagant and well-presented army list will win the **Mentioned in Dispatches** prize at the Award Ceremony!

Schedule

Saturday 15th December

8:00am – Registration begins. Bugman's Bar open and serving their Breakfast Menu.

9:15am – Registration closes.

9:20am – Event Briefing

9:30am – 10:00am – **Game 1**

10:00am – 10:20am – Break

10:20am – 10:50am – **Game 2**

10:50am – 11:10am – Break

11:10am – 11:40am – **Game 3**

11:40am – 12:00pm – Break

12:00pm – 12:30pm – **Game 4**

12:30pm – 1:45pm – Lunch Break

(12:30pm – 1:00pm – Entries taken for the Best Specialist competition.)

(1:00pm – 1:30pm – cast your vote in the Best Specialist competition.)

1:45pm – 2:15pm – **Game 5**

2:15pm – 2:35pm – Break

2:35pm – 3:05pm – **Game 6**

3:05pm – 3:25pm – Break

3:25pm – 3:55pm – **Game 7**

3:55pm – 4:15pm – Break

4:15pm – 4:45pm – **Game 8**

4:45pm – 5:15pm – The Final Reckoning

5:15pm – 5:30pm – Award Ceremony

5:30pm – Home Time

Contact Us

To register with us, for any more information or to ask any questions, please do not hesitate to contact us—

Phone – 0115 9004994

Email – whworldevents@gwplc.com

Post – Warhammer World Events Team

Games Workshop

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For more information on upcoming events, get hold of last minute tickets and to see photos from the event, find us and follow us on Facebook – GW Warhammer World

